

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

THIS BOX CONTAINS:

- (1) CD (your game).
- **Flash Point Korea Manual** (64 pp.) with information on the game's new features, plus updated campaign information and Jane's specifications. The **Reference Card** on the back/inside back cover lists new keyboard commands.
- **Install Guide** (24 pp.), which is what you're reading now, and includes additional troubleshooting information and *Flash Point Korea* installation instructions.

QUICK INSTALL INSTRUCTIONS (P. 3) WILL GET FLASH POINT KOREA UP AND RUNNING — CHECK THEM OUT FIRST!

FLASH POINT KOREA™

INSTALL GUIDE

Welcome to *Flash Point Korea*. Before installing this expansion CD, you must have the original game, *AH-64D Longbow*, installed. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements. (See the basic system requirements listed on the bottom of the *Flash Point Korea* box, or **System Requirements**, p. 8.)

Note: Disk compression of any kind will result in substantially increased load times. We cannot guarantee the compatibility of our games with disk compression utilities (such as DBLSpace, etc.). For better performance, use a drive without disk compression.

Note: Longbow is native to DOS. If you have any problems running it in Windows® 95, please create a boot disk to run the game in DOS. See **Longbow Boot Disk Maker**, p. 7 of the original AH-64D Longbow install guide.

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QUICK INSTALL

You need 390K (399,360 bytes) of conventional memory to run the *Flash Point Korea* install program. If you do not have 390K free, you need to make a boot disk before you install (see **Longbow Boot Disk Maker** on p. 7 of the original AH-64D *Longbow* install guide).

IF YOU'RE USING MS-DOS

1. If you're using a boot disk to run *Longbow*, place the boot disk in drive A:, restart your computer and wait for the DOS prompt (C:>). Some machines boot directly to *Windows* or another shell program. Be sure to exit *Windows* (or other shell program), and install directly from the DOS prompt.
 2. For useful preparatory suggestions, see **Pre-MS DOS Installation Procedures**, p. 4.
 3. Insert the *Flash Point Korea* disc into the CD-ROM drive.
 4. Type the name of your CD-ROM drive (usually D:), then press **[Enter]**.
 5. Type **INSTALL** and press **[Enter]**.
- 6-15. Follow the on-screen instructions. For more explanation, see **Installation Details**, p. 14. If there will be a problem running the game, the install program will prompt you to make a boot disk. Even if you created a boot disk that works with AH-64D *Longbow*, you may need to free up slightly more memory to install and play *Flash Point Korea*. See **Editing Your Boot Disk or Shortcut**, p. 12.

IF YOU'RE USING WINDOWS 95

Note: Longbow is native to DOS. It requires at least 16 MB of RAM to run under Windows 95. If you do not have 16 MB of RAM, or if you have any problems running Flash Point Korea in Windows 95, please use a boot disk to run the game in DOS. See **Longbow Boot Disk Maker** in the AH-64D Longbow install guide .

1. Turn on your computer and wait for *Windows* to load.
 2. For useful prep suggestions, see **Windows 95 Installation Prep**, p. 5.
 3. Insert the *Flash Point Korea* disc into the CD-ROM drive.
 4. Double-left-click on *My Computer*. Double-left-click on your CD-ROM drive.
 5. Double-left-click on the **Install** application. (There may be several files named *Install* on the CD; look for the one that lists *Application* in the *Type* column.)
- 6-15. Follow the on-screen instructions. For more explanation, see **Installation Details**, p. 14. If there will be a problem running the game, the install program will let you know and will prompt you to make a boot disk. Even if you created a boot disk or shortcut that worked with AH-64D *Longbow*, you may need to free up slightly more memory to install and play *Flash Point Korea*. See **Editing Your Boot Disk or Shortcut**, p. 12.

If there is no problem, use your original *Longbow* shortcut icon to run the game. If the shortcut does not work, refer to **Troubleshooting**, p. 17.

MS-DOS INSTALLATION PREP

You will need 390K (399,360 bytes) of conventional memory to run the *Flash Point Korea* install program. If you do not have 390K free, make a boot disk before you install. (*Longbow* comes with a boot disk creation program — see **Longbow Boot Disk Maker** on p. 7 of the original *Longbow* install guide.)

READMEMD.TXT FILE

To view an important text file that contains last-minute changes in the game or documentation, refer to the **READMEMD.TXT** file.

- Insert the *Flash Point Korea* disc into your CD-ROM drive.
- Go to your CD-ROM drive prompt (usually D:>) and type **EDIT READMEMD.TXT**.
- To print this file, type **COPY READMEMD.TXT > PRN** at the CD-ROM drive prompt.

PRE-MS DOS INSTALLATION PROCEDURES

IMPORTANT: Before installing any piece of software, it is critical that your hard drive be in proper working order. Failure to verify this may result in corrupt data. Follow these steps if you do not have Windows 95 installed.

If you are using DOS version 6.2 or later, it is extremely easy to verify your drive's condition with a few simple commands. If you are using Windows 95, please see **Windows 95**

Installation Prep: Pre-Installation Procedures, on the next page. (Caution: Do *not* run DOS DEFrag in Windows 95.) To check which version you are running:

1. Type **VER** [Enter] from your C: prompt (C:>).

The DOS version you currently have installed will be displayed on the screen. If it says **MS-DOS VERSION 6.2** or any version later than that, follow the instructions below. If you are using DOS version 5.0, or are unable to use the commands in Steps 2 and 3, you may need to use other utilities (such as *Norton Utilities* or *Central Point Tools*) to check your drive's condition. DOS 5.0 users can use **CHKDSK** to check the condition of their hard drive.

2. Type **SCANDISK C:** [Enter] from your C: prompt.

This determines if your drive is in good repair. If any damage is found, you should repair it before continuing. Follow the instructions in your DOS manual.

3. Type **DEFRAG C: /F** [Enter] from your C: prompt.

This runs a complete defragmentation of your hard drive to ensure all of your data is sorted properly. It also optimizes your system for faster load and access times.

WINDOWS 95 INSTALLATION PREP

Note: Longbow is native to DOS. If you have any problems running it in Windows 95, please create a boot disk to run the game in DOS. See **Longbow Boot Disk Maker** on p. 7 of your original AH-64D Longbow install guide.

READMEMD.TXT FILE

This file contains important last-minute changes in the game or documentation.

- Insert the *Flash Point Korea* disc into your CD-ROM drive.
- Double-left-click on **My Computer**.
- Double-left-click on your CD-ROM drive.
- Look for the **READMEMD** text file and double-left-click on it.
- To print this file, select **Print** from the **File** menu at the top of the window.

WINDOWS® 95 PRE-INSTALLATION PROCEDURES

Before installing any piece of software, it is critical that your hard drive be in proper working order. *Windows 95* provides the disk tools **SCANDISK** and **DEFRAG** to ensure this is working correctly.

1. *First you should run SCANDISK:*

Left-click on the **Start** button.

Move the mouse up and highlight **Programs**.

From **Programs** a new menu will come up. In that menu select **Accessories** (usually at the top).

Yet another menu will appear — within that menu select **System Tools**.

Highlight **ScanDisk**, left-click on it and a menu will pop up.

Once activated, make sure there is a check mark in the **Automatically Fix Errors** box and select the hard drive to which you are installing *Flash Point Korea* (i.e., if you are installing the game on drive C:, make sure C: is highlighted).

Once everything is set up correctly, click **START** to have the program scan the drive and correct any errors.

2. *Next, run DEFrag:*

In order to activate **DEFRAG**, go to **System Tools** (as in previous step).

Highlight and click on **Disk Defragmenter** and a menu will come up.

As with **SCANDISK**, select the drive to which you are installing *Flash Point Korea* and left-click **OK**.

ORIGIN GATEWAY FOR WINDOWS 95

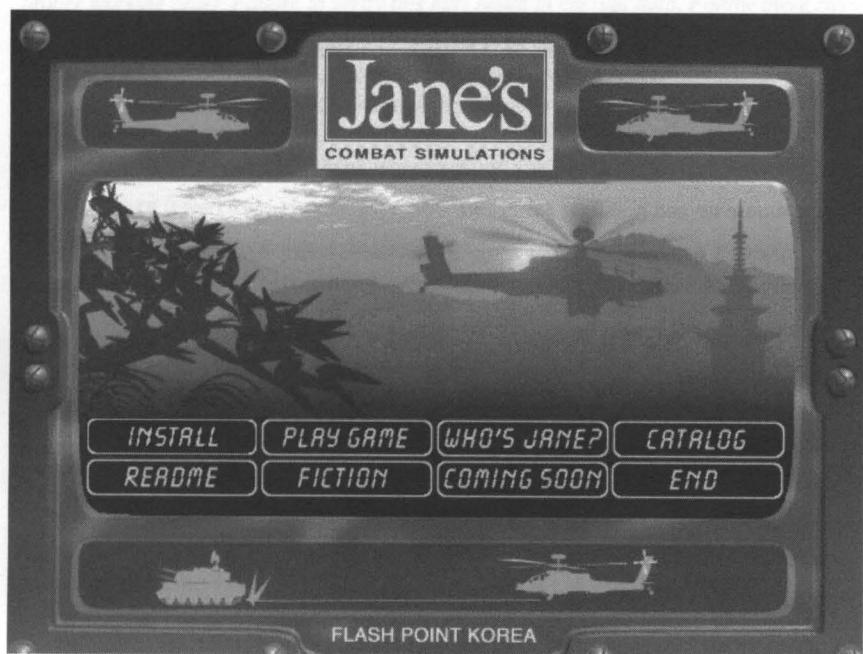
The gateway is a utility that makes it easier to move between *Windows 95* and *Flash Point Korea*, as well as providing easy access to other features included on your expansion CD.

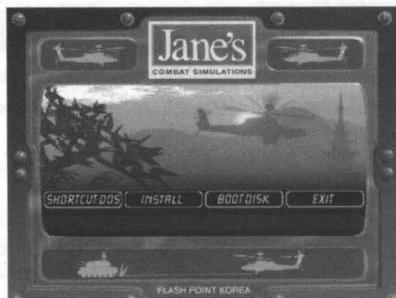
If you're in *Windows 95* (and you do not have Autorun turned off), the gateway should automatically appear the first time you insert the expansion CD. The gateway reappears any time you insert the game CD into your CD-ROM drive while in *Windows 95*.

If nothing happens when you insert the CD, activate Autorun, double-left-click on *My Computer* and double-left-click the CD-ROM drive icon.

If you have enough memory, you can install and/or play *Flash Point Korea* through the Gateway, although we recommend installing and playing the game through DOS.

The gateway is a simple point-and-click interface. Just left-click on the option you want. Available options are explained on the facing page.





- INSTALL** Displays the installation screen. (See **Installation Details**, p. 14.)
- SHORTCUT DOS** Creates a desktop shortcut icon that will reboot you to DOS mode. (You should already have an icon for *Longbow*. If you need to recreate one, however, you can use this option to create a new shortcut.)
- INSTALL** Starts the installation process.
- BOOT DISK** Creates a boot disk that will allow you to boot your computer directly into DOS mode to play the game. (Again, you should already have a boot disk or *Windows 95* shortcut for *Longbow*.)
- EXIT** Returns you to the gateway main screen.
- PLAY GAME** Acts as an easy shortcut to gameplay. It reboots your computer to DOS mode. (Be sure to install the game first, however.) From the c:/ prompt, change to the AH-64D Longbow directory (default is C:/JANES/LONGBOW) and type LB.
- WHO'S JANE?** Displays information about Jane's Information Group.
- CATALOG** This option opens ORIGIN's interactive catalog, with information on all the latest ORIGIN games.
- README** Opens a WinHelp version of the READMEMD.TXT file, which contains important last-minute information about the game.
- FICTION** Gives fictional background for the Korean campaign.
- COMING SOON** In addition to the catalog (see below), previews of other Jane's Combat Simulation games are included in the gateway.
- END** Closes the ORIGIN gateway program.

SYSTEM REQUIREMENTS

Computer. *Flash Point Korea* requires at least an Intel 486DX4/100 or 100% compatible system, and MS-DOS version 5.0 or higher. Pentium™ machines are recommended.

Video Card. At least VESA 1.2-compliant SVGA (640x480) is required. A local bus or PCI video card is required. VESA 2.0 is strongly recommended.

Hard Drive. You must have a minimum of 36 MB free on your hard drive to install and play *Longbow*, plus at least 19 MB free to install and play *Flash Point Korea*. (Extra space is required to record missions with the flight recorder.)

CD-ROM Drive. You must have at least a double-speed CD-ROM drive (one with a sustained transfer rate of 300,000 bytes/second or higher).

Mouse. *Longbow* requires a Microsoft mouse driver version 8.2 or higher.

MEMORY REQUIREMENTS

You will need at least 16 MB of RAM to run *Flash Point Korea* under *Windows 95*. You will need at least 8 MB of RAM to run the game in DOS and 390K (399,360 bytes) free conventional memory. If you have *Windows 95* but do not have 16 MB of RAM, you can create a boot disk to run the game in DOS. See **Longbow Boot Disk Maker** on p. 7 of the original *Longbow* install guide.

If you have 16 MB or more, the game takes advantage of additional memory and allows you to activate extra game options (HOLLYWOOD EXPLOSIONS, BACKGROUND NOISES and SKY TEXTURES). See p. 1.26 of the *Flash Point Korea* manual for a description of these **IN-FLIGHT OPTION** menu items.

To find out how much conventional, XMS or EMS memory you have available:

From the DOS prompt, type: MEM **[Enter]**.

When the memory information is displayed on the screen, look for the following:

- **LARGEST EXECUTABLE PROGRAM SIZE** — This number indicates how much DOS conventional memory is available. You must have at least 399,360 bytes (390K) listed here.

You must have the above listing, along with one of the following two listings:

- **TOTAL EXTENDED (XMS) or TOTAL CONTIGUOUS EXTENDED** — This is the amount of extended memory in your computer. You must have at least 7,782,400 bytes (7600K) listed here.
- **BYTES FREE OF EMS or FREE EXPANDED (EMS)** — This is the amount of expanded memory configured for your system. You must have at least 7,782,400 bytes (7600K) listed here.

(If you are unsure about any details regarding the different types of memory, consult your DOS manual.)

INSTALLING VESA-COMPLIANT DRIVERS

If you've changed video cards since you last played *AH-64D Longbow*, you need to ensure that your system still has current VESA drivers. VESA compliance is a standardized rating system used to compare video cards and video drivers. All cards and drivers with the same VESA number should perform at a similar level, and work with each other.

Like *AH-64D Longbow*, *Flash Point Korea* requires at least a 100% VESA 1.2-compliant SVGA driver. Some video cards have the necessary driver within the hardware BIOS.

Customers with these cards need not load any other drivers. Other cards, however, may require a memory-resident program (TSR) to be loaded prior to loading the application.

You must load a VESA 1.2 driver prior to running *Flash Point Korea*. If you receive an error message during installation that asks you to load a VESA 1.2 driver, check with your video card manufacturer to see if you need to load one. If you cannot find a VESA-compatible video driver on your system or you need an upgrade, contact your video card manufacturer. See the READ-MEMD.TXT for more info.

Running the game with a VESA 2.0 card and driver will greatly improve the performance of your game. If you already have a VESA driver made by the manufacturer of your video card, and you want to upgrade to a VESA 2.0-compliant driver, contact your video card manufacturer. Ask them for their latest VESA driver and ask if the driver and your video card are VESA 2.0-compliant.

If your video card manufacturer does not have a VESA 2.0-compliant driver for your card, but your video card is VESA 2.0-compliant, you can try a third-party VESA 2.0 driver for your card. An example of a third-party VESA 2.0-compliant driver is UniVBE 5.3 (or later) from SciTech Software.

To contact SciTech Software:

SciTech Software, Inc. / 5 Governors Lane, Suite D / Chico, CA 95926-1989

www: <http://www.scitechsoft.com> / ftp: [ftp.scitechsoft.com](ftp://ftp.scitechsoft.com)

AOL: Keyword VESA / CIS: GO VESA

CHANGING SOUND CARD CONFIGURATION

If you've added a sound card (or changed from one sound card to another), you must reconfigure the sound card configuration for *Flash Point Korea*.

To change your sound driver:

1. Boot the computer up as if you were going to play. Quit the game if you have it set up to run automatically.
2. Go to your C: prompt (or the drive to which you loaded *Flash Point Korea*).
3. Switch to \JANE\\$LONGBOW (or the directory you created for *Longbow*).
4. Type SETSOUND **Enter**.

The sound card configuration menu appears. Follow Steps 11-12 in **Installation Details**, p. 14-15.

REQUIRED SOUND CARD LINES

The following sections list the default lines that should appear in your CONFIG.SYS and AUTOEXEC.BAT files if you are using one of these sound cards. (See p. 12-13 for instructions on opening these system files.) The specific parameters and directories lines for your card may vary slightly, so you should **copy** the ones that exist in the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. **WARNING: Do not change these files on your hard drive—copy them to a boot disk or shortcut first!**

If you load the SET BLASTER= environment variable, you must ensure that it is correctly set to match your sound card settings. If you have the wrong settings, you may experience a lock-up. If you're unsure of your card type, contact your system manufacturer.

Creative Labs Sound Blaster

CONFIG.SYS: none

AUTOEXEC.BAT: none

Note: This card usually has all settings determined by physical jumpers on the card.

Creative Labs Sound Blaster Pro

CONFIG.SYS: none

AUTOEXEC.BAT:

SET SOUND=C:\SBPRO

SET BLASTER=A220 I5 D1 T4

Note: This card usually has all settings determined by physical jumpers on the card.

Creative Labs Sound Blaster 16

CONFIG.SYS:

DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5

AUTOEXEC.BAT:

SET SOUND=C:\SB16

SET BLASTER=A220 I5 D1 H5 P330 T6

SET MIDI=SYNTH:1 MAP:E

C:\SB16\DIAGNOSE /S

C:\SB16\SB16SET /P /Q

Creative Labs Sound Blaster AWE32

CONFIG.SYS:

```
DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5
```

AUTOEXEC.BAT:

```
SET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 E620 T6
SET MIDI=SYNTH:1 MAP:E MODE: 0
C:\SB16\DIAGNOSE /S
C:\SB16\SB16SET /P /Q
C:\SB16\AWEUTIL /S
```

Pro Audio Spectrum

CONFIG.SYS:

```
DEVICE=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 J:1
```

AUTOEXEC.BAT:

```
SET SOUND=C:\PROAUDIO
```

Note: Make sure the MVSOUND.SYS driver (see the CONFIG.SYS line above) is loaded.

Roland RAP-10

CONFIG.SYS: none .

AUTOEXEC.BAT: none

Note: You will have to set the card's addresses manually by running SETSOUND.

Ensoniq Soundscape

CONFIG.SYS: none

AUTOEXEC.BAT (do not alter order):

```
SET SNDSCAPE=C:\SNDSCAPE
SET BLASTER=A220 IXX DX T1
C:\SNDSCAPE\SSINIT /I
```

Note: The 'XX' found in the SET BLASTER line is normal. SSINIT /I (ver. 5.01) is necessary to properly enable the sound card. The switches GM, FM and MT32 are all found only on the older SSINIT executable (ver. 2.21). If the SSINIT line (last line listed above) contains one of these variables instead of /I, the drivers should be updated. Contact Ensoniq for the latest version.

EDITING YOUR BOOT DISK OR SHORTCUT

Flash Point Korea requires slightly more memory than *Longbow*. The drivers required to run CD-ROM, sound card, plug-and-play motherboards and SCSI devices can reduce the amount of available memory on your system. This may result in memory errors when you attempt to play *Flash Point Korea*. Not all device drivers are identical, and drivers from different manufacturers can take up varying amounts of space. Ensure that you are loading only the *necessary* drivers for your devices.

Editing Your CONFIG.SYS

(MS-DOS) Insert your boot disk into the A: drive. Go to the C:> prompt and type EDIT A:\CONFIG.SYS [Enter]. This will pull up your CONFIG.SYS in an editor screen, where you can change it.

(WINDOWS 95) Right-click on the AH-64D *Longbow* shortcut icon (or left-click on it and then press [Alt][Enter]). Left-click the *Program* tab, left-click on ADVANCED, then left-click inside the CONFIG.SYS for MS-DOS mode window.

You need at least five lines in your CONFIG.SYS file. The lines below should be similar to the lines in your file, but they don't have to be exact.

```
DEVICE=C:\DOS\HIMEM.SYS  
DOS=HIGH  
FILES=45  
BUFFERS=45  
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
```

If you don't have lines that look like this, run the boot disk maker (see p. 7 in the AH-64D *Longbow* install guide). It automatically inserts the appropriate lines.

You will also need a CD-ROM driver line. (To find it, look for the device name and letter (usually D:) of your CD drive.) You may also see a mouse driver line (look for the word MOUSE). You shouldn't have to change these lines.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, pp. 9-11, for sample lines for the sound cards that *Longbow* supports. No modification of these lines is usually necessary.

If you see a line that begins like one of the following lines, remove the *entire* line.

DEVICE=C:\DOS\EMM386.EXE

```
DEVICE=C:\QEMMQEMM386.SYS  
DEVICE=C:\DOS\SHARE.EXE  
DEVICE=C:\DOS\POWER.EXE  
DEVICE=C:\WINDOWS\FSHLP.SYS
```

Exit and save your CONFIG.SYS by pressing [Alt][F], then [X], then [Y]. (Applicable to MS DOS mode only)

Editing Your AUTOEXEC.BAT

(MS-DOS) With your boot disk still in the A: drive, go to the C:> prompt and type EDIT A:\AUTOEXEC.BAT [Enter]. This will pull up your AUTOEXEC.BAT in an editor screen, where you can change it.

(WINDOWS 95) Right-click on the *AH-64D Longbow* shortcut icon (or left-click on it and then press **Alt** [Enter]). Left-click the *Program* tab, left-click on ADVANCED, then left-click inside the *AUTOEXEC.BAT for MS-DOS mode* window.

You will need at least four lines in your AUTOEXEC.BAT file. The lines below should be similar to four of the lines in this file. The lines don't have to be exact matches, but you should recognize them as similar.

```
PROMPT $P$G  
PATH=C:DOS; ...  
C:\DOS\SMARTDRV 128 /x  
C:
```

If you don't have lines that look like this, run the boot disk maker from the Gateway screen (see pp. 6-7). It will automatically insert the appropriate lines for you.

You will need a CD-ROM driver line as well — look for a line beginning with C:\DOS\MSCDEX.EXE or something similar. You may also see a mouse driver line (look for the word MOUSE). No modification to these lines should be necessary.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, pp. 9-11, for sample lines for the sound cards that *Longbow* supports.

There are several lines you should remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the *entire* line — there may be additional info on the line; you will need to remove that as well.

```
C:\COREL\CORELCDX.EXE /D: [Enter]  
C:\DOS\SHARE.EXE  
C:\DOS\POWER.EXE  
WIN
```

Exit and save this file by pressing **Alt** [F], then [X], then [Y]. You're done!

Using Your Boot Disk or Shortcut

(MS-DOS) Reboot your computer with the boot disk in drive A: and install the game (if you haven't already done so) or play it.

Note: If your boot disk doesn't work, please see Troubleshooting, p. 17.

(WINDOWS 95) Double-left-click on the *Longbow* shortcut icon to restart your computer in MS-DOS mode. Then, install the game (if you haven't already done so) or play it.

INSTALLATION DETAILS (MS-DOS AND WINDOWS 95)

To install *Flash Point Korea*, begin with the Step 1-5 instructions on p. 3 (as appropriate). This section gives more detailed explanations for the subsequent on-screen instructions.

6. Choose an installation size. (This is in addition to the space taken up by *Longbow*.)

1. 19 MB (small installation with low detail terrain)
2. 39 MB (medium installation; defaults to MEDIUM terrain detail level)
3. 39 MB (large installation; copies medium installation files, but defaults to HIGH terrain detail level)

The default installation option is #3. To choose this option press [Enter]. To choose a different option, [Backspace] over the 3, then type in another number. Press [Enter] to continue.

NB: Make sure the install size is the same as the original *Longbow* install.

7. Choose the drive on which *Longbow* is installed. The installation program autodetects your hard drive — if you need to switch to another drive, [Backspace] over the drive letter and type a new one. Press [Enter] to continue.

8. The install program will search the selected drive for *Longbow*. It will then prompt you to verify that AH-64D *Longbow* is installed in the directory it detects. If *Flash Point Korea* cannot find an installed version of *Longbow*, you will be prompted to try another drive.

Before beginning installation, make sure that AH-64D Longbow is installed properly.

9. Once you confirm the detected directory, the program begins installing *Flash Point Korea*. The horizontal bars in the middle of the screen mark the installation process — the top bar shows the percentage copied of the current file, the bottom the total progress of the installation. To abort the installation, press [Esc] at any time.

10. Once the files have finished copying, press any key to move on to sound card configuration. A blue menu appears in the middle of the screen:

SELECT AND CONFIGURE AUDIO DRIVER
NO AUDIO DRIVER
DONE

Use your mouse or arrow keys to choose SELECT AND CONFIGURE AUDIO DRIVER, then press [Enter].

11. Select a sound card from the list that appears on your screen. Choose the card that most closely resembles your system. The yellow text at the top of the screen gives details about each option. Click on your choice with the mouse, or scroll down with the arrow keys and press [Enter].

12. Another menu appears, asking you to configure the sound card you've selected. Use your mouse or arrow keys to select one of these options, then press [Enter]:

- ATTEMPT TO CONFIGURE AUTOMATICALLY

The program will attempt to auto-detect your sound card's configuration.

- SKIP AUTO-DETECTION AND CONFIGURE SOUND CARD MANUALLY

If you choose this option, a screen appears, prompting you to type in your I/O port address and highlight your IRQ and DMA.

- SELECT A DIFFERENT SOUND DRIVER

This sends you back to the previous menu.

Note: Some sound cards require a special setup for installation to work properly. For more information on these settings, see **Required Sound Card Lines**, pp. 10-11, or refer to your sound card documentation.

I/O Port. 220H is the usual default setting.

IRQ. The default for all but the oldest Sound Blaster cards is 5.

DMA. The default for most Sound Blaster cards is 1.

(MS-DOS): In the future, change sound drivers by switching to the *Longbow* directory on your hard drive and typing SETSOUND [Enter] at the prompt.

(Windows 95): In the future, change sound drivers by using *My Computer* or *Windows Explorer* to find SETSOUND in the *Longbow* folder on your hard drive. Double-click on SETSOUND to run the sound card configuration program.

13. When you have configured your sound card, you return to the first sound configuration menu. Choose DONE to exit the configuration and play the game. To reconfigure your sound card, choose SELECT AND CONFIGURE AUDIO DRIVER and return to Step 11.
14. **(MS-DOS)** To start the game, switch to the game directory by typing CD JANES\LONGBOW(or whichever directory the game is installed in), press [Enter], then type LB.

Note: If you do not have the SMARTDrive disk cache loaded when you run Longbow, the program will offer to load it for you. Press [Y] to load it and then start the game.

(Windows 95) Close the installation window. You can now double-left-click on your shortcut icon to start the game.

ADJUSTING GRAPHIC AND SOUND PREFERENCES

You can adjust graphic and sound options by selecting GRAPHICS or SOUND from the IN-FLIGHT OPTION menu. **[Alt][O]** pauses the game and calls up this menu *when you are in flight*. Lowering your detail settings will increase the frame rate of the game. For a complete explanation of all menu options, see **In-Flight Menu Options**, p. A.1 in the Appendix to your *Longbow Reference Manual*.

MS-DOS ONLY: DISK CACHE PROGRAMS

In order to reduce the CD load time for missions and improve game performance overall, it is *strongly recommended* that you run *Longbow* with a disk cache (such as recent versions of *SMARTDrive*). If you don't have *SMARTDrive* loaded when you install the game, the program will prompt you to load it.

If you don't normally use *SMARTDrive*, you may want to load it temporarily by using a boot disk to play the game. (See **Boot Disks** on p. 6 of the original *Longbow* install guide.)

SET/CALIBRATE CONTROL TYPE

Important: *Longbow requires a mouse to be active and working in order to play.*

The first time you fly a mission in *Flash Point Korea*, the CONTROLS menu will pop up automatically for you to choose a joystick.

- Select from one of the following:

KEYBOARD ONLY	THRUSTMASTER F-16 FLCS
2-BUTTON JOYSTICK	SUNCOM F-15 SERIES
CH FLIGHT STICK PRO OR SIDEWINDER PRO	THRUSTMASTER FCS
CH F-16 SERIES	

- Select RUDDER PEDALS to enable rudder pedals (if you have them).
- Select THROTTLE CONTROL to enable the analog throttle (if you have one on your joystick, or have a similar device).
- Select CALIBRATE JOYSTICK(S) to calibrate all of the above controls.

You can reconfigure any time during flight by pressing **[Alt][O]** to call up the IN-FLIGHT OPTION menu. For more information on re-configuring/re-mapping your keyboard and flight controls, see **In-Flight Menu Options**, p. A.1 in the Appendix to your *Longbow Reference Manual*.

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BOOT DISK/SHORTCUT QUESTIONS

Q: Whenever I type LB to begin Flash Point Korea, I receive the message: “Longbow needs at least 7.6 MB of free memory. Please see the Install Guide for help.”

or

Q: My boot disk (or Windows 95 shortcut) worked fine with AH-64D Longbow, but whenever I go into flight in Flash Point Korea, the game crashes with an “insufficient memory” message.

A1: You do not have enough free memory to run the game. You need at least 390K (399,360 bytes) free conventional memory, and a total of 8 MB RAM — with at least 7,600K (7,782,400 bytes) free — to play *Longbow* in DOS. Type MEM at the DOS prompt or check with your computer manufacturer to ensure that you have 8 MB installed on your computer. (See **Memory Requirements**, p. 8.)

A2: You may have memory allocated to other applications. Try creating a boot disk or Windows 95 shortcut to free up more memory (see **Longbow Boot Disk Maker** on p. 7 of the *Longbow* install guide).

A3: If you've already made a boot disk or shortcut that works for *Longbow* but not for *Flash Point Korea*, you may need to edit it to free up more memory (see **Editing Your Boot Disk or Shortcut**, p. 12). *Flash Point Korea* features expanded graphics, artificial intelligence and missions — all of which require more available total memory than *Longbow*.

AH-64D Longbow's automatic boot disk maker will often include device drivers it does not recognize. Network, scanner and fax drivers (along with other third-party software drivers) may reside on your boot disk. Edit the CONFIG.SYS and AUTOEXEC.BAT files on your boot disk or in your Windows 95 shortcut and look for peripheral device drivers that are not being used by *Longbow* and *Flash Point Korea*. The game only requires the drivers that are mentioned in **Editing Your Boot Disk or Shortcut**.

AUDIO QUESTIONS

Q: I have a supported sound card or 100% compatible but I am not getting any sound while playing Flash Point Korea.

A1: Make sure you have all of the necessary sound lines for your sound card loading in the CONFIG.SYS and AUTOEXEC.BAT of your boot disk or shortcut. Refer to your sound card documentation to determine which lines are necessary for the card to work correctly. A list of supported cards and the lines needed to initialize them are given in **Changing Sound Card Configuration** (p. 9).

A2: If your card is one of the supported cards listed in the install program, make sure you disable any emulation software you may have running. *Flash Point Korea* provides native support for these cards.

Q: I have loaded all the correct sound lines and still get an error when I run Flash Point Korea.

A: *Flash Point Korea* can only provide reliable support for those cards listed on the box and in the installation program. Other sound cards may load software that is not compatible. Consult your sound card manufacturer for more information and its latest software drivers.

JOYSTICK QUESTIONS

Q: Why doesn't my joystick work correctly?

A1: Make sure the joystick has been calibrated correctly. Before you try to recalibrate, make sure any auto-fire or turbo buttons are turned off, the trim knobs are centered and any throttle and/or other accessories are set in the "neutral" or "off" position. Then, recalibrate the joystick by pressing **Alt** **O** while in flight, selecting CONTROLS, and then selecting CALIBRATE JOYSTICK.

A2: You may have an active joystick port conflict. On most computers, you can find a joystick port on your sound card, your I/O serial card and also on a separate gamecard. Only one joystick port should be active; otherwise, conflicting information will be sent to the program. Consult your sound card, gamecard or I/O serial card documentation to ensure that you have only one port enabled and all the other ports disabled.

A3: Most joystick ports on soundcards or multi-I/Os won't read accurately when used with a faster machine because these processors communicate with the joystick faster than the game expects them to. You might want to consider getting a speed-adjustable gamecard to fine-tune the communication between your joystick and your processor. Consult a hardware technician for the game card that's best for you.

Q: My joystick skips around occasionally while I'm flying, causing me to miss several frames. (I'm running the game in Windows 95.)

A: This has to do with the timing clock in Windows 95. Every so often the timer clock "spikes," interfering with the joystick-to-processor interaction and causing several frames to be skipped in gameplay. Create a boot disk to run the game in DOS (see **Boot Disks** on p. 6 of the *Longbow* install guide).

MOUSE QUESTIONS

Q: When I run Flash Point Korea, I get the error message: "No mouse installed, please install a mouse and try again."

A1: Make sure your mouse is plugged in and connected to the correct serial port, and that your mouse driver software is loaded.

A2: You may not be loading a DOS-based mouse driver in your AUTOEXEC.BAT or CONFIG.SYS. *Longbow* only recognizes DOS-based drivers. Some multi-tasking environments (such as Windows 95) load their own mouse drivers, which are not compatible with *Longbow*. If you are trying to run under *Windows*, try making a boot disk to run the game in DOS (see **Longbow Boot Disk Maker** on p. 7 of the original AH-64D *Longbow* install guide). If you are attempting to run the game with a boot disk, consult the manual that came with your mouse, or contact your hardware manufacturer to get a DOS-based Microsoft mouse driver (v. 8.2 or higher).

A3: Your mouse may not be 100% compatible. You need to find and load a DOS-based Microsoft mouse driver version 8.2 or higher.

"GAME RUNS SLOWLY" QUESTIONS

Q: The game runs slowly and/or occasionally locks up.

A1: If it's just running slowly, try reducing the graphics detail settings on the IN-FLIGHT OPTION menu.

1. In flight, press **Alt****O** to bring up the IN-FLIGHT OPTION menu.
2. Click on GRAPHICS.
3. Click LOW DETAIL and make sure HOLLYWOOD EXPLOSIONS is off.
4. Click ACCEPT.
5. Click ACCEPT again.

If you still would like improved performance, you can further customize your graphic settings. To configure for maximum frame rate:

1. In flight, press **Alt****O** to bring up the IN-FLIGHT OPTION menu.
2. Click GRAPHICS.
3. Click CUSTOM DETAIL. You will see a number of sliders and check boxes.
4. Drag the sliders all the way to the left for the following options:

FAR CLIPPING PLANE

MESH DETAIL

SPECIAL FX DETAIL

5. Remove any check marks in the following boxes (by clicking on the boxes):

DETAILED HELICOPTERS

DITHERING

SHADOWS

SKY TEXTURE

6. Click ACCEPT.

7. Click ACCEPT again.

See p. 1.27 in the *Flash Point* manual or **In-Flight Option Menu** (in the appendix to your *Reference Manual*) for more information on graphics options.

A2: If you are running in a *Windows 95* DOS window, your performance could be significantly slower than it would be if you created a boot disk to run the game in DOS. See **Longbow Boot Disk Maker** on p. 7 of the original *Longbow* install guide.

A3: *SMARTDrive*, a disk caching program which comes with MS-DOS and *Windows 95* may not be loaded. Any time you run *Flash Point Korea*, it will check to see if *SMARTDrive* is loaded. If *SMARTDrive* is not loaded, the game will ask if you would like to load it. Simply press **[Y]** to load *SMARTDrive* and begin the game. This should increase the smoothness of your game.

A4: Consider a larger size install. If you have 141 megabytes free hard drive space (to accommodate “large” installs for both *Longbow* and *Flash Point Korea*) the game will benefit greatly by having its largest possible install. Re-run the install program and select the largest install size (39MB) when prompted. This will copy additional information to your hard drive, thus increasing your game’s smoothness. (Your save games will not be affected.) See **Installation Details**, p. 14, Steps 6-7, for more info.

A5: Consider installing a VESA 2.0-compliant video driver. Using a VESA 2.0 compatible video driver can significantly increase *Longbow*’s frame rate. Consult **Installing VESA-Compliant Drivers**, p. 9.

A6: You may be running the game in hi-resolution (Super VGA) mode. The minimum recommended machine for Super VGA flight is an Intel Pentium 90, 16 megabytes of RAM, and a VESA 2.0-compliant video driver. To switch to VGA, press **[Alt][G]** while in flight. This should increase speed significantly.

A7: You may be loading software that is not compatible with *Longbow*. First try running the game from a boot disk. Refer to **Boot Disks** (p. 6 of the original *Longbow* install guide) for more information. Also, you may not meet all of the system requirements. Refer to **System Requirements** (p. 8) to check this possibility.

OTHER COMMON QUESTIONS

Q: When playing the game, sometimes the game crashes with the error message: “Error reading file.” What’s wrong?

A: *Flash Point Korea* is having a problem reading the CD. This can be attributed to a configuration problem, outdated CD-ROM drivers, dirt/dust on the surface of the CD, or a physically damaged CD.

Q: My game crashes when I run Longbow through Microsoft Windows or Windows NT, IBM OS/2, Desqview or Windows 95.

A: Multi-tasking environments such as these often conflict with *Longbow* in their memory usage and other system resources. If you experience difficulty, we recommend that you make a boot disk and run with MS-DOS. See **Longbow Boot Disk Maker** on p. 7 of the original *Longbow* install guide.

Q: Flash Point Korea still doesn’t work after I made a boot disk and tried the other options in this guide.

A: Copy down the exact error code and information the computer displayed and/or a description of the problem. See **ORIGIN Tech Support/Customer Service**, next page.

TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The Operating System type, and version number you are currently running.
- Your mouse and driver type (if applicable).
- Your CD-ROM drive type and CD-ROM extensions and driver versions.

Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Or you may write to us at the following address, including a daytime telephone number and the above information.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU

How to Reach us On-Line

INTERNET E-MAIL: uk-support@ea.com

WORLD WIDE WEB: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at [ftp.ea.com](ftp://ftp.ea.com)

COMPUSERVE: Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004.237

International Customer Service

ORIGIN now has customer service centers all over the world. For a complete listing of locations, addresses and phone numbers, consult the README.DAT file.

Australia (EA Australia) P.O. Box 432 • Southport QLD 4215 • Australia, or call **1 902 261**

600. This call is \$.95 per minute, ITM. Lines are open 7 days a week, between 10 a.m. and 8 p.m. If you are under 18 years of age, parental consent is required.

England (EA UK) P.O. Box 835 • Slough SL3 8XP, or call **01753 546 465**.

France (EA France) Centre d'Affaires Telebase • 3 Rue Claude Chappe • 69771 Saint Didier au Mont d'or Chedex, or call **04 72 53 25 00**.

Germany (EA GmbH) Pascalstraße H6 • 52076 Aachen, or call **02408 9400**.

Spain (Drosoft) Edificio Arcade • Rufino González 23 bis. Planta 1^a. Local 2 • 28037 Madrid, or call **1304 7091**.

Japan (EA Victor) 2-4-12 Jingumai • Sibuya-Ku, Tokyo 150, or call **813 5410 3111..**

World Wide Web. Please access the ORIGIN World Wide Web site at <http://www.ea.com/origin.html>. Or, stop by Electronic Arts' web page at <http://www.ea.com>. For more info on future Jane's Combat Simulations, see <http://www.janes.com/janes.html> or <http://www.ea.com/janes.html>.

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Electronic Arts Customer Warranty

P.O. Box 835

Slough

SL3 8XU

UK.

FLASH POINT KOREA CREDITS

(in alphabetical order)

SOFTWARE DEVELOPMENT

Producer	Andy Hollis
Assistant Producer	Kevin Kushner
Art Director	Paul Stankiewicz
AH-64D Longbow Project Director	Will McBurnett

SIMULATION

Programming	Tsuyoshi Kawahito, Will McBurnett, Steven A. Muchow, Brent Oster, Wendy White
Design Realization	Mike Francis, Rob Irving, Vincent Lin
Art	Gary McElhaney, Carol Roberts, Brian G. Smith, Paul Stankiewicz, Chris Yesh
Sound	Jason Cobb, Tsuyoshi Kawahito (in-flight vehicle sounds), Stan Neuvo

VOICE PRODUCTION

Production	Kevin Kushner
Audio Engineering	Stan Neuvo, Jason Cobb
Script Supervisors	Kevin Kushner, Mike Francis
Cast	
Co-Pilot/Gunner	Jim Grisham
Wingman	Ev Lunning
Base/ATC	Keith Kelly
In-Flight Communications	Tom Byrne, Bill Johnson, Ron Tater

VIDEO PRODUCTION

Screenplay Writing	Mike Francis
Screenplay Editing	Kevin Kushner
Cast	
Kenneth Garre	David Swofford
Dawn Saunu	Cathy Conley Swofford

POST PRODUCTION

Editor	Dan Powers
Editing Facilities	Matchframe, Austin, TX
Foley, Audio Mixing	Stan Neuvo
Speech Processing	Jason Cobb
Speech Processing/WAV Chopping	Kevin Kushner

QUALITY ASSURANCE

Director of Studio Services	Kay Gilmore
Project Leader	Reece "Katana" Thornton
Assistant Project Leaders	Jon "Wolf" Piasecki, Graham "Voodoo" Wood
Hardware Lab Technician	Dee "Diablo" Starns
Quality Assurance	Ed "Fuzzy" Ball, Steven "Shadow" Bonds, Scott "Fang" Lloyd, Grant "Mustang" McDaniel, Myque "Droid" Oullette, Kent "Weasel" Raffray, Lance "Shark" Stites, Kirk "Torch" Watson, Robert "Thor" Windisman
Customer Service Liaison	Cinco Barnes
Outside Beta Testers	Steven Chmura, Doug Cronkhite, Leonard Hjalmarson, Buzz Hoffman, Chris Jones, Rod White
European Docs QA	Jason Berisford, James Deverill

MARKETING/GAME MATERIALS

Packaging and Documentation

Art Direction

Trey Hermann

Packaging Design & Production

Al Carnley, Trey Hermann, Craig Miller

Package Photography

McDonnell-Douglas Corporation

Documentation

Tuesday Frase

Editing

David Ladyman

Doc Design/Production

Susan Bednar, Catherine Cantieri, Roger Kriegel

Specifications

Jane's Information Group, Sally Velthaus, Crystal Henderson

Document and Voice Translations

Translations Manager

Dominique Iyer

Translators

Stephan Lips, Daniel Taillefer, Monique Quirk

Marketing

Product Manager

Chris Plummer

Media Relations

David Swofford, Teresa Potts

Web Coordinator

David Kozlowski

Jane's Combat Sims Marketing Genius

Frank Gibeau

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Dennis Byers (for awesome hardware support), Barry Leitch (Sound), and all significant others for putting up with our long hours, and a big "SEE-YA" to those who didn't!



Some Longbow team members were able to take time out to visit Fort Hood in Killeen, Texas, and check out the Army's first deployed Longbow unit. Top (left to right): Brent Oster, Christopher Yesh, Andy Hollis, Tuesday Frase, Paul Stankiewicz. Bottom: Mike Francis, Vincent Lin, Dave Kozlowski.



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